



Title: CROSS-POLLINATION OF MULTIPLE SYNC SOURCES
Inventors: Jason Evan Schleifer et al.
Filed: February 4, 2004
Application No.: 10/771,896 Docket No.: 50037.206US01

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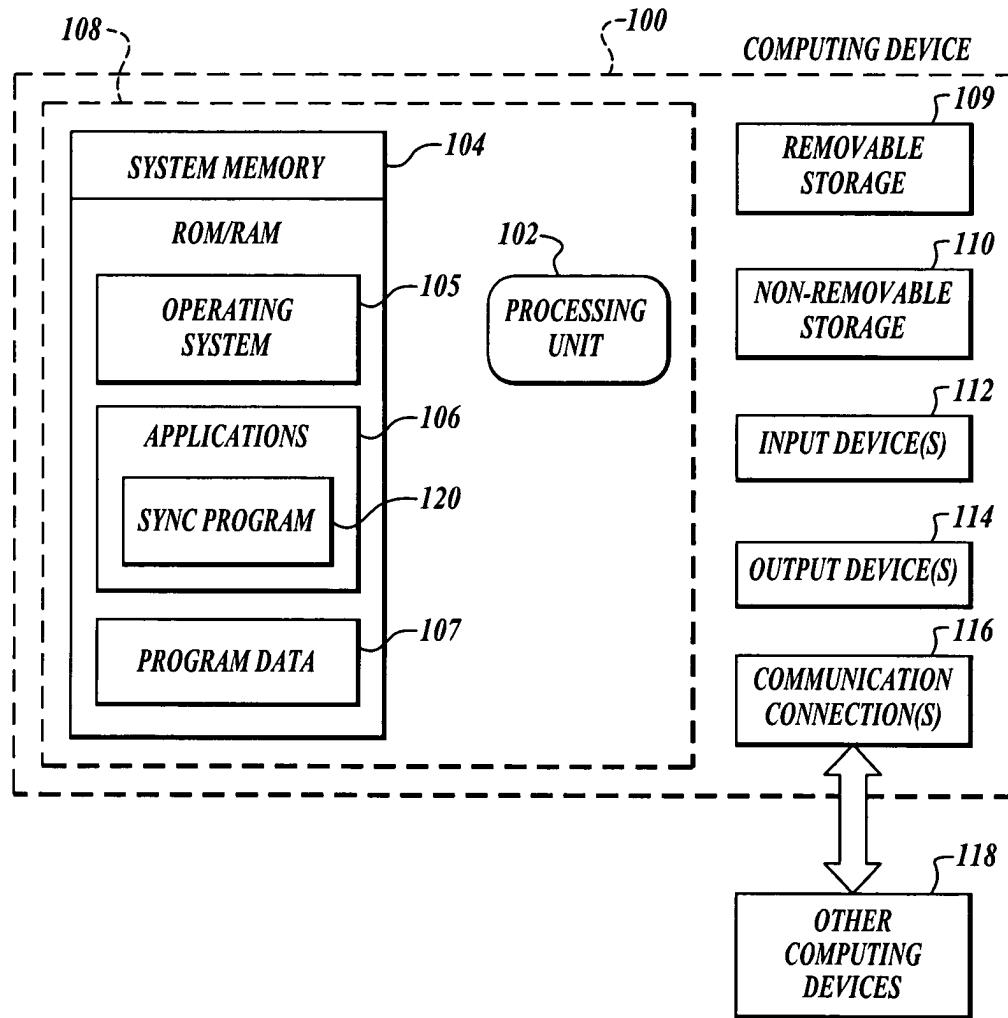


Fig. 1

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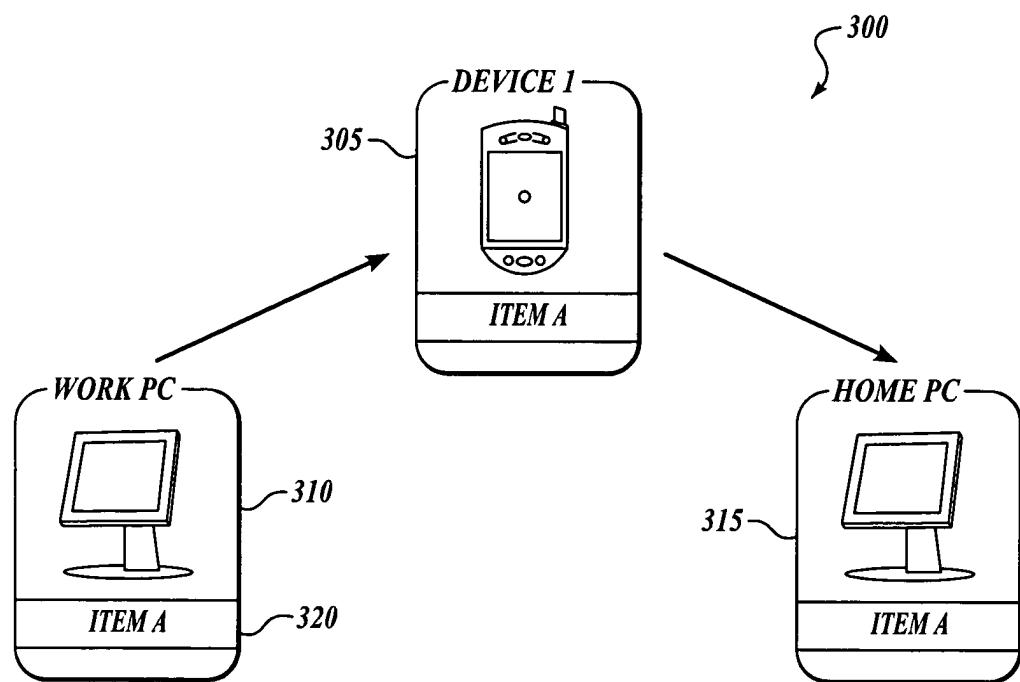
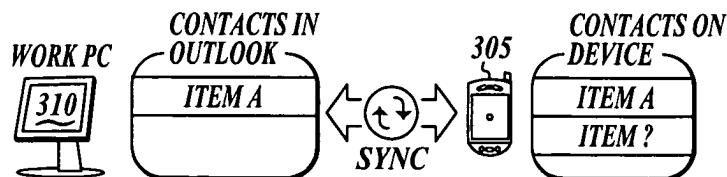


Fig.3

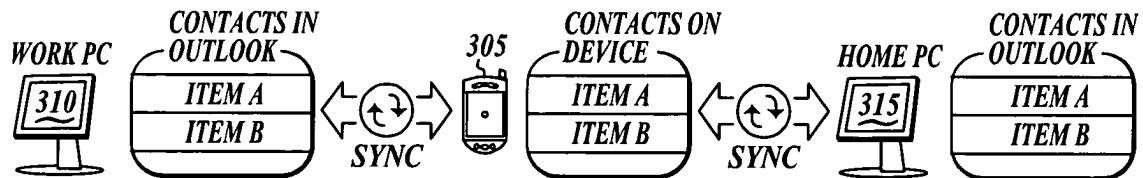
1. SYNC ONE DATA SOURCE



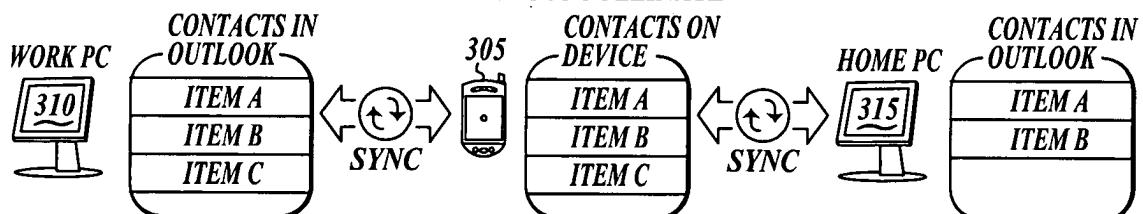
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Fig. 4

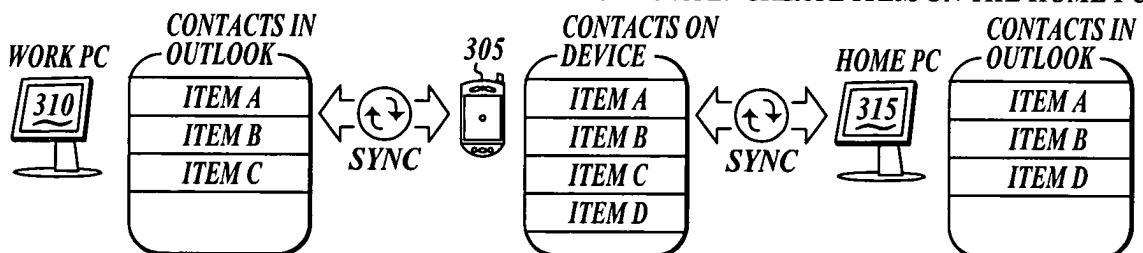
2. ADD SECOND DATA SOURCE. USER CHOOSES TO CROSS-POLLINATE AT DATA SOURCE CREATION TIME



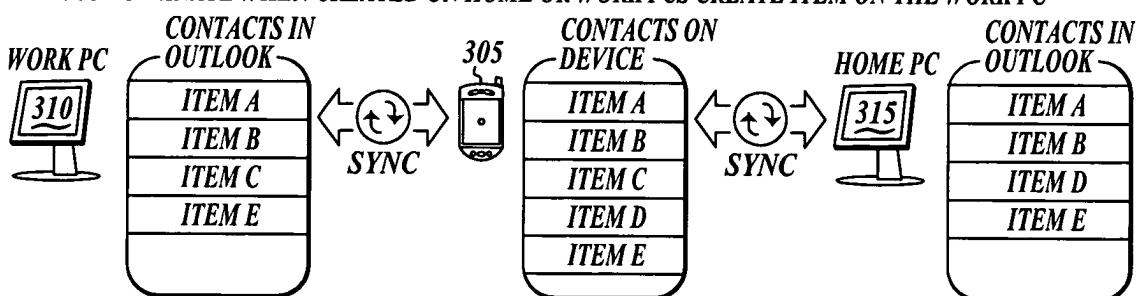
3. CHANGE ACTIVESYNC SETTINGS: ITEMS CREATED ON DEVICE SYNC TO WORK PC ITEMS FROM WORK PC & HOME PC DO NOT CROSS-POLLINATE



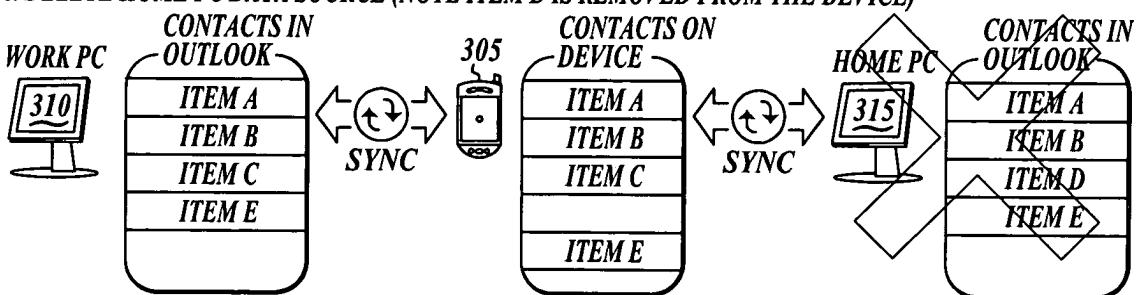
4. CHANGE ACTIVESYNC SETTINGS: ITEMS CREATED ON DEVICE SYNC TO WORK PC ITEMS FROM WORK PC & HOME PC DO NOT CROSS-POLLINATE. CREATE ITEM ON THE HOME PC



5. CHANGE ACTIVESYNC SETTINGS ITEMS CREATED ON DEVICE SYNC TO WORK PC & HOME PC. ITEMS CROSS-POLLINATE WHEN CREATED ON HOME OR WORK PCS CREATE ITEM ON THE WORK PC



6. DELETE HOME PC DATA SOURCE (NOTE ITEM D IS REMOVED FROM THE DEVICE)



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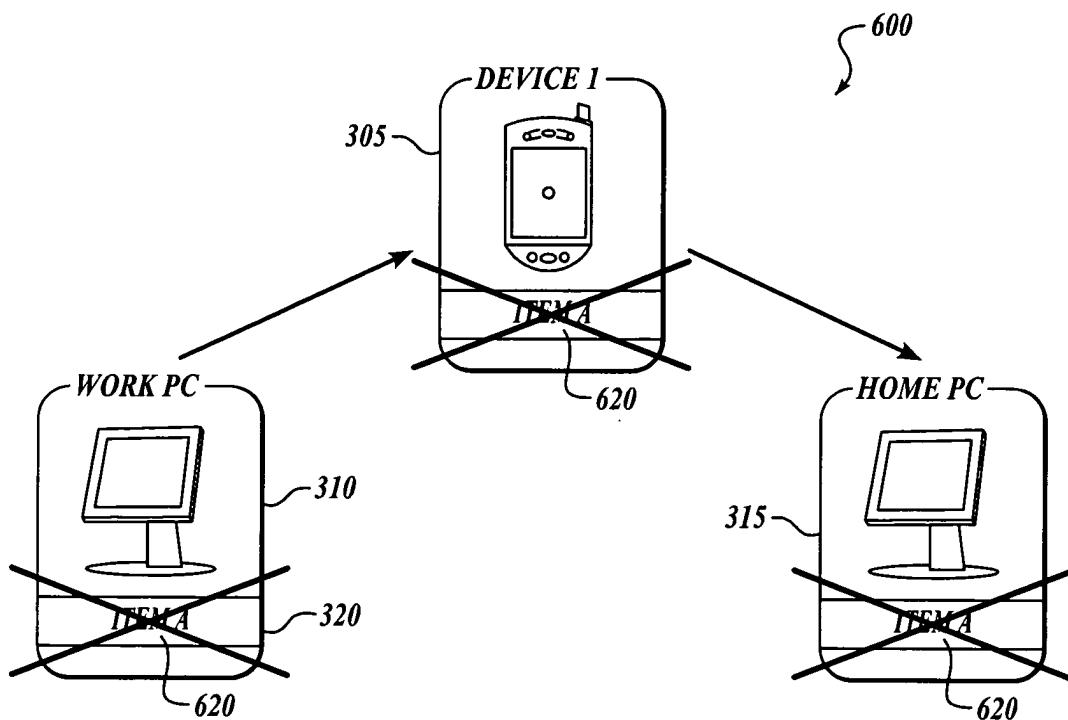
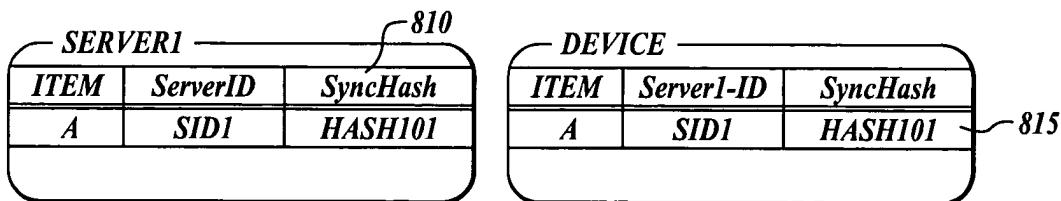


Fig.6

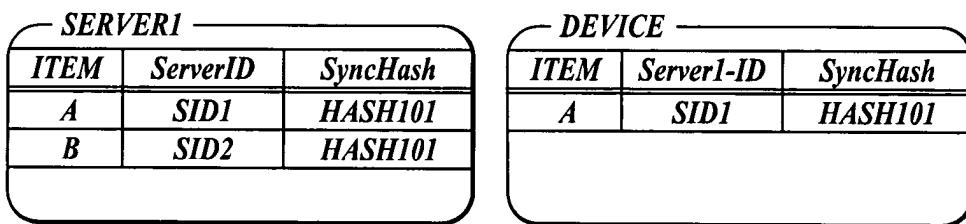
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1. ITEM A HAS ALREADY SYNCED TO THE DEVICE FROM SERVER1



2. USER COPIES ITEM A, CREATING ITEM B WITH AN IDENTICAL SYNCHASH



3. SYNC THE SERVER WITH THE DEVICE. ITEM B NOW SYNCs DOWN TO THE DEVICE. ALTHOUGH THE SYNCHASH MATCHES AN ITEM ON THE DEVICE, THE ITEM IT MATCHES IS ALREADY SYNCING WITH THE SERVER, SO A NEW ITEM IS CREATED.

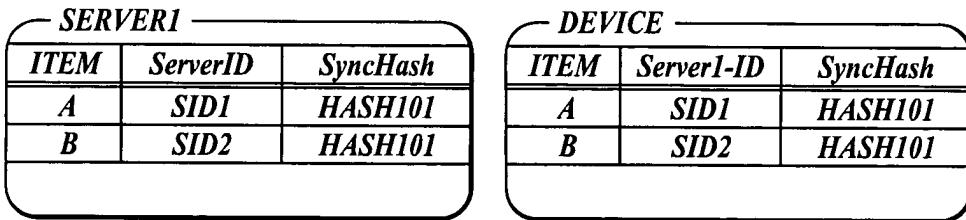
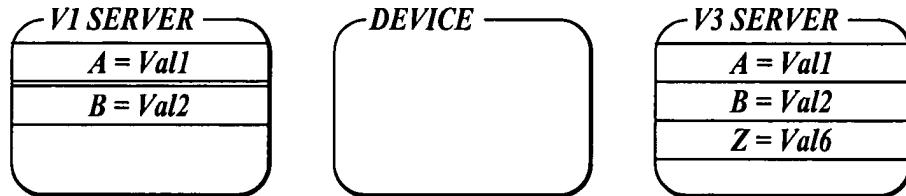


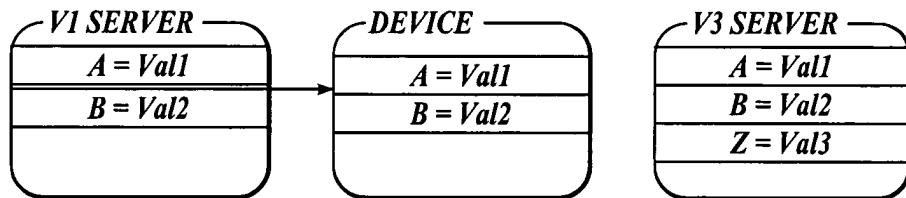
Fig.8

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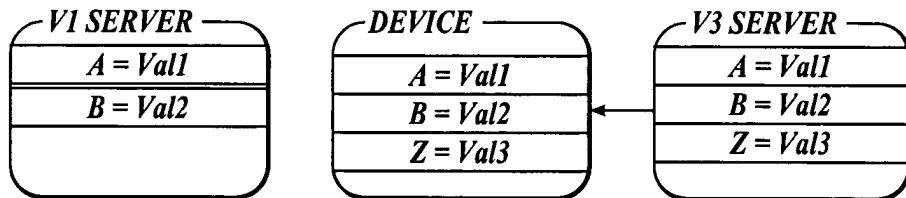
1. V1 PROTOCOL SUPPORTS PROPERTIES A & B. V3 PROTOCOL SUPPORTS A, B & Z.



2. FIRST SYNC WITH V1 SERVER PROPERTIES A & B



3. SYNC WITH V3 SERVER. ITEM DETECTED AS A DUPLICATE AFTER COMPARING PROPERTIES A & B. SYNC DOWN PROPERTIES A, B, Z.



4. SQL-CE CHANGE TRACKING ON DEVICE RECORDS A CHANGE ONLY TO PROPERTY Z. WHEN DEVICE NEXT SYNCs WITH V1 IT NOTES A CHANGE TO THE ITEM, BUT NOT IN ANY PROPERTIES IT SYNCs (ONLY Z HAS CHANGED). NO ADDITIONAL SYNC OCCURS.

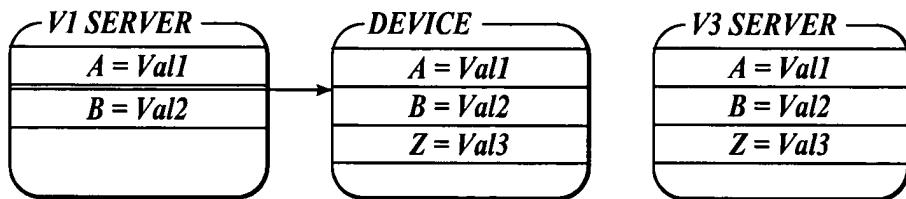


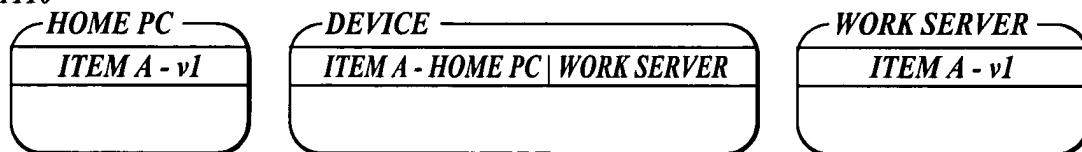
Fig.10

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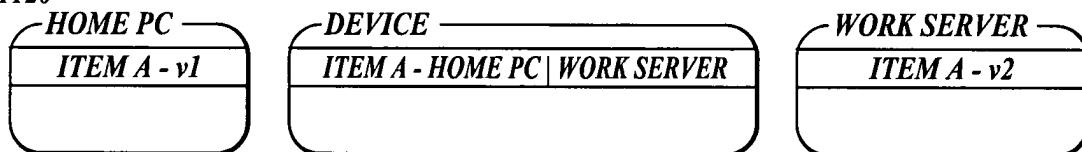
1. ITEM A HAS PREVIOUSLY CROSS-POLLINATED TO HOME PC & WORK SERVER

1110^S



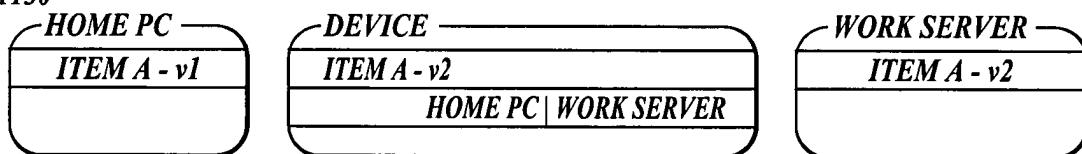
2. EDIT TIME ON WORK SERVER

1120^S



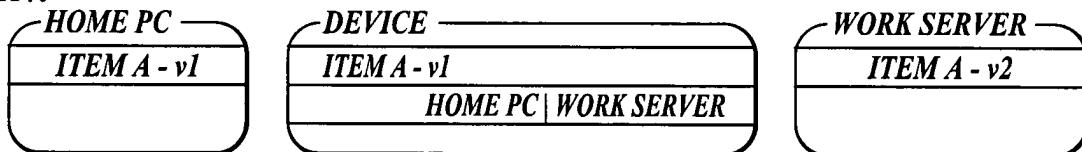
3. SYNC WITH WORK SERVER

1130^S



4. SYNC WITH HOME PC. DEVICE SET TO SERVER WINS. ITEM v1 NOW ON DEVICE.

1140^S



5. SYNC WITH WORK SERVER. [NO CONFLICT] ITEM v1 NOW ON WORK SERVER AS WELL.

1150^S

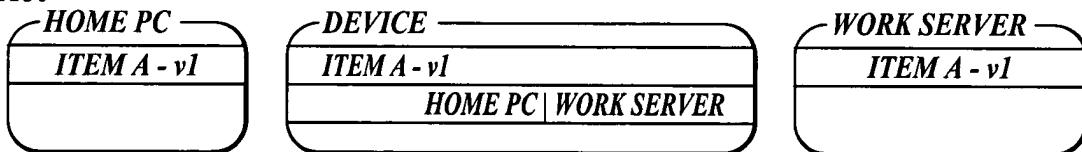


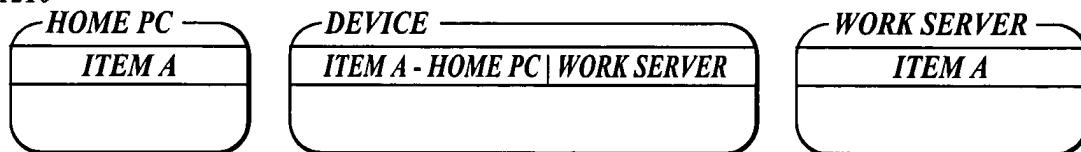
Fig.11

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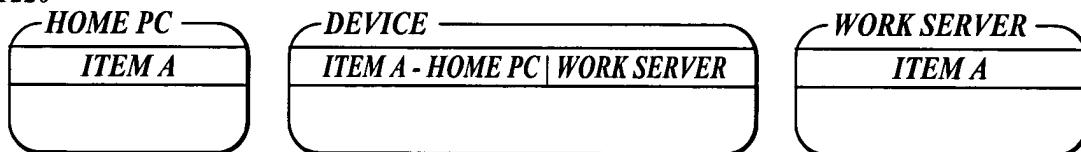
1. ITEM A HAS PREVIOUSLY CROSS-POLLINATED TO HOME PC & WORK SERVER

1210 ↴



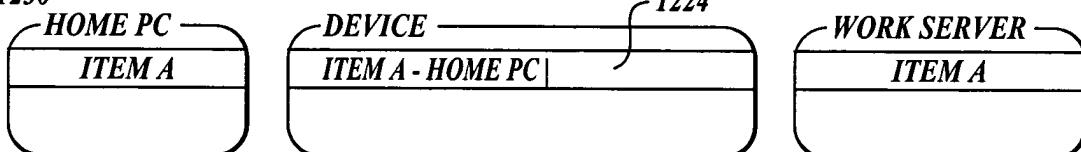
2. SYNC KEY 0 AT WORK SERVER

1220 ↴



3. DELETE SERVERIDS FOR WORK SERVER

1230 ↴



**4. SYNC DOWN ITEM A FROM WORK SERVER AS AN ADD. ITEM IS DETECTED AS DUPLICATE.
HOME PC VERSION IS KEPT.**

1240 ↴

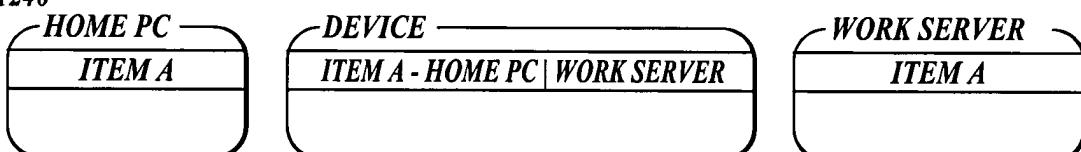


Fig.12

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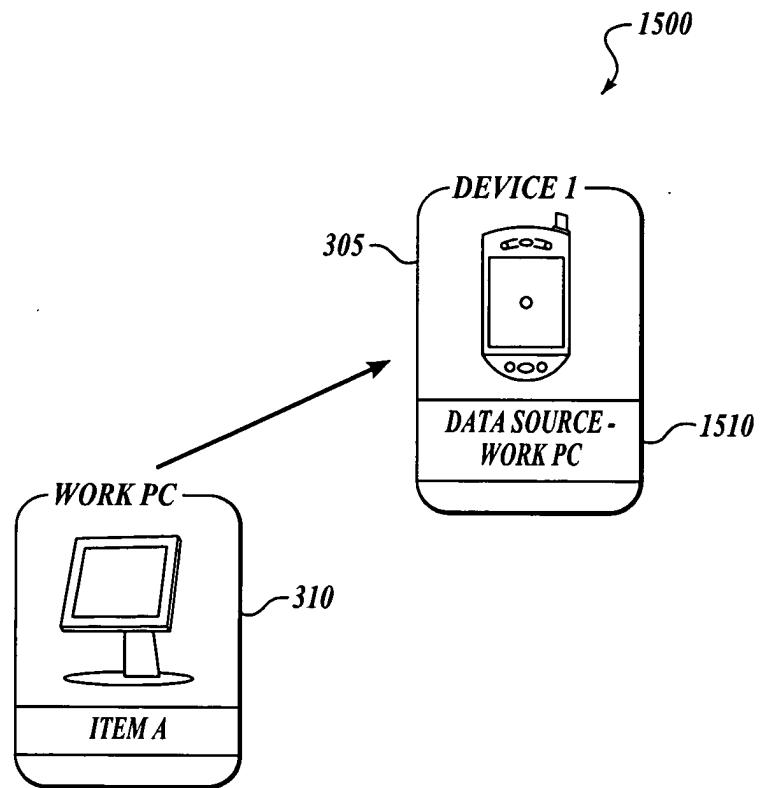


Fig.15